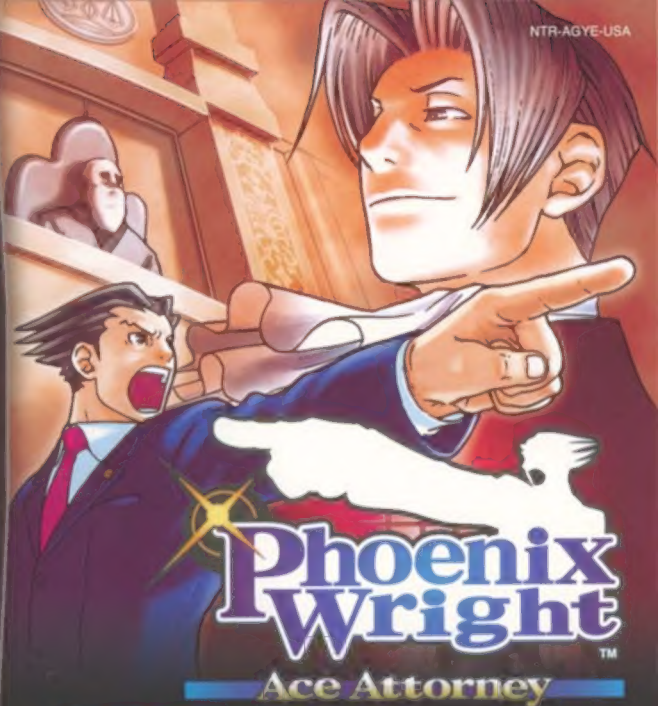


NINTENDO DS™

NTR-AGYE-USA



EmuMovies

INSTRUCTION BOOKLET

CAPCOM®

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Eye or muscle twitching

Loss of awareness

Altered vision

Involuntary movements

Disorientation

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.



Nintendo does not license the sale or use of products without the Official Nintendo Seal.

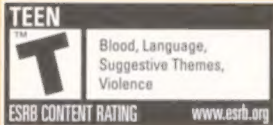
THIS GAME CARD WILL WORK ONLY WITH
THE NINTENDO DS™ VIDEO GAME SYSTEM.

IMPORTANT LEGAL INFORMATION

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This booklet and other printed materials accompanying this game are protected by domestic and international intellectual property laws. During wireless game play, if communication seems to be affected by other electronic devices, move to another location or turn off the interfering device. You may need to reset the power on the Nintendo DS and start the game again.



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Nintendo

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CONTENTS

- 2 ALL RISE...!
- 4 CHARACTERS
- 6 NINTENDO DS™ SYSTEM
- 8 GETTING STARTED
- 9 MAIN MENU
- 10 GAME FLOW
- 11 DETECTIVE WORK
- 14 COURT RECORDS
- 15 TOGGLE SCREENS
- 16 COURTROOM
- 17 QUESTIONING
- 20 GAME OVER
- 21 ENDING THE GAME
- 22 EPISODE 5
- 23 FORENSICS
- 26 LAW LIBRARY



The trial system in this game applies only to **PHOENIX WRIGHT™: ACE ATTORNEY**, and does not reflect events in real-world courts.

ALL RISE...!

I'm PHOENIX WRIGHT, rookie attorney...

Have you ever heard of "trumped-up charges"? That's when someone is falsely accused of and charged with a crime that the person didn't commit.

My job — my "calling" — is to stand up for people accused of crimes they didn't commit and prove their innocence.

• All characters, laws, and legal matters in this game are works of fiction.



CHARACTERS

PHOENIX WRIGHT

Having just received his law degree, Phoenix, 24, is starting his career at Fey & Co. Law Offices. With Mia Fey as his mentor, he is learning the ropes of criminal law.

MAYA FEY

Through a strange set of coincidences, Maya has ended up as Phoenix's assistant. She is 17, and appears to be a psychic-in-training.



MIA FEY

Maya's older sister, Mia, heads up Fey & Co. Law Offices. A very capable attorney with brains and beauty, at 27 she's already a rising star in legal circles around the country.

MILES EDGEWORTH

With a profound hatred for crime, Miles stops at nothing to send criminals to jail. At only 24 years old, he is already an ace attorney with the Office of the Public Prosecutor.




NINTENDO DS™ SYSTEM



CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.

CONTROLLER BUTTON CONTROLS

+Control Pad	Highlight options. Move forward or back through testimonies during questioning.
L Button	Press witness during questioning. Switch screens during detective work when the  panel appears.
R Button	Present evidence during questioning. Open or cycle Court Records.
START	Open Save screen.
X Button	Select evidence to present.
Y Button	Toggle microphone input.
A Button	Confirm/Move forward through dialog.
B Button	Cancel/Move back one item.

GETTING STARTED

1. With the Nintendo DS turned **OFF**, insert the **PHOENIX WRIGHT: ACE ATTORNEY** Game Card securely into the slot.
 2. Turn the system **ON**.
 3. When you see the DS Menu, touch **PHOENIX WRIGHT: ACE ATTORNEY** to load the game.
 4. Begin play from the Title screen and Main Menu.
- ❑ If your Nintendo DS is set to **Auto-load**, you don't need to go through these steps. (See your Nintendo DS manual for information about **Auto-load**.)



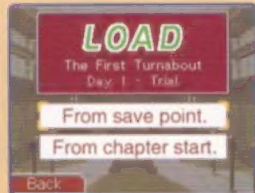
MAIN MENU

At the Title Screen, the Main Menu appears on the lower screen. Use the touch sensitive screen to make your selection and begin play.

- ❑ **NEW GAME** — Start a new game or replay episodes you've played before, starting from the beginning. (Only one episode is available when you start a new game.)



- ❑ **CONTINUE** — Restart from your last save point or from the beginning of the chapter you last quit from.



GAME FLOW

This game contains five independent episodes. Each episode is divided into chapters, with courtroom sessions and detective work.

When you solve one case...

You unlock a new case to play.

When you play through episodes you already completed, you can fast-forward through the dialog by touching the ► panel (below) or pressing the B Button. (You may not be able to fast-forward through certain sections.)

- ❑ Touch the ► panel on the lower screen to scroll through dialog, text or Court Records (page 14).



DETECTIVE WORK

The day before the trial, you must investigate the case to gather the evidence you'll need to win the trial. Once you gather enough evidence, you can move on to the next chapter in the episode.

MAIN SCREEN

- ❑ On the main screen, touch the panel to enter the sub-screen for the command you want.



- ❑ From the sub-screen, select **BACK** to return to the main screen.



EXAMINE

Use the +Control Pad or touch the lower screen to move the cursor around and check various things on screen.

- When you move the cursor over an item that can be checked, the **EXAMINE** panel appears.

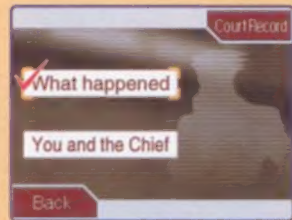
**MOVE**

Touch a location to move to it. As the story unfolds, you will be able to go to more places.

TALK

Choose a topic to discuss. Listen to what a witness has to say. Topics you have already selected are marked with a checkmark.

- If there are no witnesses around to talk to, this option won't appear.

**PRESENT**

Present evidence you've collected to get information from a witness.

- If there are no witnesses around, this option won't appear.



COURT RECORDS

Use the Court Records to view the pieces of evidence you've collected.



COURT RECORDS LIST

- ☐ Select the **PROFILE FILE** to view data on persons related to the case.
- ☐ Select **BACK** to close the Court Records.

COURT RECORDS DETAILS

- ☐ Touch the piece of evidence from the evidence list to view details on the item.

TOGGLE SCREENS



- ☐ When you see the  panel, touch it (or press the **L Button**) to toggle back and forth between screens.



COURTROOM



In the courtroom your job is to prove the defendant innocent and win the case. You'll have to present evidence to the prosecutor and judge, question witnesses, and reveal the lies and inconsistencies.

- ▶ Touch the ◀▶ panel to advance or move back through testimony.



QUESTIONING

You will find that many witnesses lie during their testimony. Questioning is your chance to press them and call them on their lies. You can use two commands to get closer to the truth.

- ▶ **PRESENT** — If you find an inconsistency in a witness's testimony, use the **PRESENT** panel to open the Court Records and select a piece of evidence to press the witness with.



- ▶ **PRESS** — Use the **PRESS** panel to call the witness on a lie. Sometimes the witness's testimony may even change if you intimidate the person, so keep at it until you get to the bottom of things.



YELL "OBJECTION!"

You can use your own voice to yell into the microphone while pressing the witness

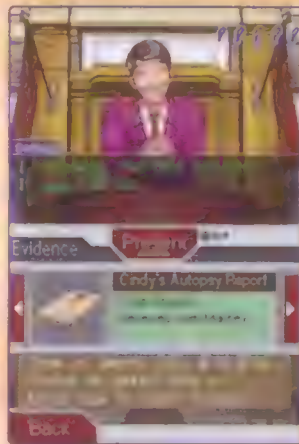
When you see the microphone icon on screen, you are free to yell into the mic. Hold the **Y Button** to turn on microphone recognition and yell "Objection!"



Reveal their lies and call them on it!

**LOOK FOR INCONSISTENCIES!**

That's when you press them! Keep pushing and expose their lies!



Time of death was determined to be past 4 o'clock, but you claim you found the body at 1...!



GAME OVER

If you present a witness with the wrong piece of evidence, you'll lose a single ! mark. If you lose all your ! marks it's game over.

- When the trial ends, your ! marks are restored back to the original default number.



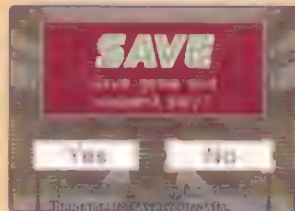
Thinking you could win against me makes you "guilty" right off the bat!

ENDING THE GAME

QUITTING THE GAME

Press **START** to display the Save screen and save your progress. The next time you start the game you can continue from this point.

- You can save your progress and quit at any time.



BEATING THE GAME

If you prove your client's innocence in court, you'll complete that episode.

- Completing an episode unlocks a new episode on the Main Menu.



RESETTING SAVE DATA

Hold down the **B** and **R** Buttons at the same time when starting up the game to reset all save data. Be careful! Save data will be erased and cannot be restored.

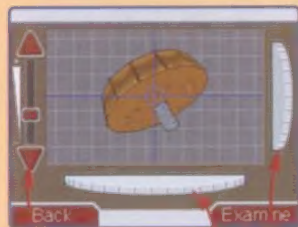
EPISODE 5

This episode includes a number of exciting gameplay features designed especially for the Nintendo DS.

EVIDENCE

From the Court Records, touch *Examine* to take a closer look at the evidence. Use the *zoom bar* and *rotation dial* to examine the evidence more closely.

- ❑ Touch the slider in the center of the *zoom bar* and drag it up or down to zoom in or out for a better look at the evidence.
- ❑ Touch either *rotation dial* and drag it to rotate the evidence and view it from all sides.



zoom bar

rotation dials

EXAMINE PANEL

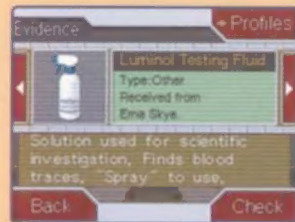
If you find something of interest on the evidence, use the touch sensitive screen to move the cursor to that spot and touch the *Examine* panel to investigate.

FORENSICS

Episode 5 features forensics tests you can employ to help gain valuable clues at the scene of the crime.

LUMINOL REACTIONS

1. Select the *Luminol testing fluid* from the Court Records to begin a forensics test.



2. Touch the screen to apply the reagent to that area. When it evaporates, it can bring previously invisible blood stains into view.



FINGER PRINT TEST

1. Touch the screen to apply aluminum flake powder to test for fingerprints.
2. After applying the powder evenly across the area, blow on the screen to blow the powder away and reveal any fingerprints underneath.



Use advanced scientific methods to find helpful clues and evidence.

Much more science is yours to discover. It will help you catch criminals!



LAW LIBRARY

TERMINOLOGY

- ❑ **DEFENDANT** — Person on trial. Judge rules whether the defendant is guilty or not guilty.
- ❑ **DEFENSE ATTORNEY** — Argues against evidence and testimony offered by the prosecution to prove the defendant's innocence.
- ❑ **PROSECUTOR** — Submits evidence and calls witnesses to testify in order to prove the defendant's guilt.
- ❑ **JUDGE** — Controls courtroom and makes final judgment based on cases presented by both defense attorney and prosecutor.

DETECTION TACTICS

- ❑ Try exploring different areas.
- ❑ Examine different objects.
- ❑ Listen to what people tell you and try out different responses.
- ❑ Press witnesses with different pieces of evidence.

COURTROOM STRATEGIES

- ❑ Try intimidating the witness into breaking down.
- ❑ Refer to the Court Records as you question the witnesses.
- ❑ Try responses even if you think they won't work.
- ❑ Ask a friend if you get stuck.

CREDITS

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To receive this warranty service:

1. Notify the CAPCOM Consumer Service Department of the problem requiring warranty service by calling (408) 774-0400. Our Consumer Service Department is in operation from 8:30 a.m. to 5:00 p.m. Pacific Time, Monday through Friday.
2. If the CAPCOM service technician is unable to solve the problem by phone, he/she will instruct you to return the entire Game Card to CAPCOM freight prepaid at your own risk of damage or delivery. We recommend sending your Game Card certified mail. Please include your sales slip or similar proof-of-purchase within the 90-day warranty period to:

CAPCOM
Consumer Service Department
475 Oakmead Parkway
Sunnyvale, CA 94085

This warranty shall not apply if the Game Card has been damaged by negligence, accident, unreasonable use, modification, tampering or by other causes unrelated to defective materials or workmanship.

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ESRB RATING

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at www.esrb.org.



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